

Nintendo® 64 Tremorpak Plus Memory Card

OWNER'S MANUAL — Please read before using this equipment.

Add the power of real game action to your standard Nintendo 64 (N64) controller with the Tremorpak Plus, the only vibration feedback device compatible with memory cards! Designed to work with the N64 video game system, the Tremorpak Plus works with all N64 games that have rumble features and includes a 256K Memory Card for saving games. The Tremorpak Plus features an exchange socket that accommodates N64 compatible memory cards of any capacity.

Vibration Speed Switch (Low/High) — lets you set the vibration speed to high for rapid vibration, or to low for slower vibration or power-saving mode (which helps conserve battery power).

Mode Selection Switch (Rumble/Save) — lets you set the controller to activate the rumble feature or to save the game to the Memory Card without unplugging the controller.

Exchange Socket — accommodates any capacity N64 compatible memory card.

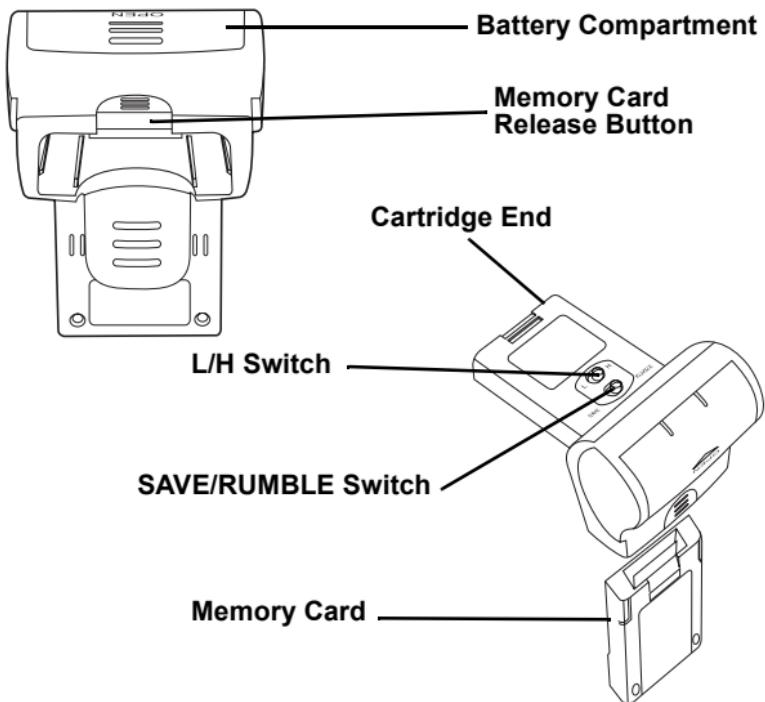


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A QUICK LOOK AT THE TREMORPAK PLUS



INSTALLING BATTERIES

Your Tremorpak Plus requires two AA batteries (not supplied) for power. For the best performance and longest life, we recommend RadioShack alkaline batteries.

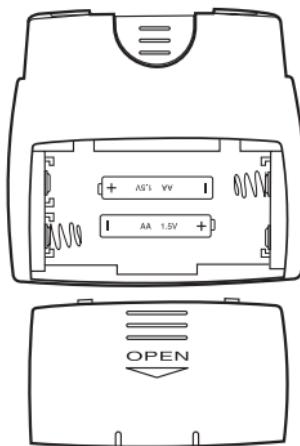
Cautions:

- Use only fresh batteries of the required size and recommended type.

- Do not mix old and new batteries, different types of batteries (standard, alkaline, or rechargeable), or rechargeable batteries of different capacities.

Follow these steps to install batteries.

1. Press the raised lines on the cover of the battery compartment in the direction of the arrow to remove it.
2. Place the batteries in the compartment as indicated by the polarity symbols (+ and -) marked inside.
3. Place the cover's large middle tab into the indentation in the battery compartment, then snap the cover into place.



When the Tremorpak Plus does not vibrate or stops operating properly, replace the batteries.

Warning: Dispose of old batteries promptly and properly. Do not burn or bury them.

Caution: If you do not plan to use the Tremorpak Plus for several weeks or longer, remove the batteries. Batteries can leak chemicals that can destroy electronic parts.

USING THE TREMORPAK PLUS

Important:

- The actual loading and saving of a game is dictated by the game's software. Please refer to the game's instruction manual for the proper loading and saving instructions.
- The Memory Card will not save a whole game, but it will save positions and points earned.
- You can view the files saved on the Memory Card in N64's Memory Manager.
- Do not leave the Memory Card inserted in the Tremorpak Plus. Remove the Memory Card after game play.

Follow these steps to use the Tremorpak Plus.

1. Slide the cartridge end of the Tremorpak Plus into the socket of the desired controller until it clicks into position.
2. Set **L/H** to the desired rumble setting. See the N64's owner's manual for more specific instructions.
3. Set **SAVE/RUMBLE** to **RUMBLE**, and use the game controller as usual. See "Using the Memory Card" on Page 5 for directions to save a game. Refer to the software's owner's manual you are using for specific saving instructions.
4. After game play, press the release button under the controller and pull the Tremorpak Plus out.

USING THE MEMORY CARD

The Memory Card plugs directly into the exchange socket located underneath the Tremorpak Plus. The Memory Card will work with any game that supports the “save to the Controller Pak™” option.

Cautions: To avoid damage to your Memory Card or your N64 system:

- Do not turn the N64 system power on or off while using the Memory Card.
- Do not remove the Memory Card while saving or loading a game.
- Do not insert the Memory Card into the N64’s memory expansion port.

Follow these steps to use the Tremorpak Plus’s Memory Card.

1. Turn on the N64 system power.
2. Slide the Memory Card into the Tremorpak Plus’s socket until it clicks into position.
3. Set **SAVE/RUMBLE** to **SAVE**.
4. Follow on-screen directions and refer to the software’s owner’s manual you are using for specific saving instructions.
5. After game play, press reset, remove your Memory Card, then turn the N64 system’s power off.

VIEWING FILES SAVED ON THE MEMORY CARD IN N64'S MEMORY MANAGER

1. With the N64 video game system turned off, insert the game you want to play into the N64 video game system and the Tremorpak Plus into the Controller Pak socket.
2. Turn the N64 video game system on and insert the Memory Card into the Tremorpak Plus's socket.
3. To view files saved on the memory card, press the reset button on the N64 video game system, then hold down the system's start button.

TROUBLESHOOTING

Problem	Solution
The rumble function is disabled. (This may happen with certain game controllers.)	Unplug the controller. With the N64 system's power on and the Tremorpak Plus inserted, reinsert the controller into the game system.
	Make sure that SAVE/RUMBLE is set to RUMBLE .
The Tremorpak Plus stops operating properly.	Replace the batteries, or take the Tremorpak Plus to your local RadioShack store for assistance.

CARE

To enjoy your N64 Tremorpak Plus for a long time:

- Do not touch the front connectors of the Memory Card.
- Keep the Tremorpak Plus dry. If it gets wet, wipe it dry immediately.
- Use and store the Tremorpak Plus only in normal temperature environments.
- Handle the Tremorpak Plus gently and carefully. Do not drop it.
- Keep the Tremorpak Plus away from dust and dirt.
- Wipe the Tremorpak Plus with a damp cloth occasionally to keep it looking new.

Modifying or tampering with the Tremorpak Plus's internal components can cause a malfunction and might invalidate its warranty. If your Tremorpak Plus is not performing as it should, take it to your local RadioShack store for assistance.

THE FCC WANTS YOU TO KNOW

This device complies with Part 15 of the *FCC Rules*. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Limited Ninety-Day Warranty

This product is warranted by RadioShack against manufacturing defects in material and workmanship under normal use for ninety (90) days from the date of purchase from RadioShack company-owned stores and authorized RadioShack franchisees and dealers. EXCEPT AS PROVIDED HEREIN, RadioShack MAKES NO EXPRESS WARRANTIES AND ANY IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO THE DURATION OF THE WRITTEN LIMITED WARRANTIES CONTAINED HEREIN. EXCEPT AS PROVIDED HEREIN, RadioShack SHALL HAVE NO LIABILITY OR RESPONSIBILITY TO CUSTOMER OR ANY OTHER PERSON OR ENTITY WITH RESPECT TO ANY LIABILITY, LOSS OR DAMAGE CAUSED DIRECTLY OR INDIRECTLY BY USE OR PERFORMANCE OF THE PRODUCT OR ARISING OUT OF ANY BREACH OF THIS WARRANTY, INCLUDING, BUT NOT LIMITED TO, ANY DAMAGES RESULTING FROM INCONVENIENCE, LOSS OF TIME, DATA, PROPERTY, REVENUE, OR PROFIT OR ANY INDIRECT, SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES, EVEN IF RadioShack HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

Some states do not allow limitations on how long an implied warranty lasts or the exclusion or limitation of incidental or consequential damages, so the above limitations or exclusions may not apply to you.

In the event of a product defect during the warranty period, take the product and the RadioShack sales receipt as proof of purchase date to any RadioShack store. RadioShack will, at its option, unless otherwise provided by law: (a) correct the defect by product repair without charge for parts and labor; (b) replace the product with one of the same or similar design; or (c) refund the purchase price. All replaced parts and products, and products on which a refund is made, become the property of RadioShack. New or reconditioned parts and products may be used in the performance of warranty service. Repaired or replaced parts and products are warranted for the remainder of the original warranty period. You will be charged for repair or replacement of the product made after the expiration of the warranty period.

This warranty does not cover: (a) damage or failure caused by or attributable to acts of God, abuse, accident, misuse, improper or abnormal usage, failure to follow instructions, improper installation or maintenance, alteration, lightning or other incidence of excess voltage or current; (b) any repairs other than those provided by a RadioShack Authorized Service Facility; (c) consumables such as fuses or batteries; (d) cosmetic damage; (e) transportation, shipping or insurance costs; or (f) costs of product removal, installation, set-up service adjustment or reinstallation.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

RadioShack Customer Relations, 200 Taylor Street, 6th Floor, Fort Worth, TX 76102

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Fort Worth, Texas 76102

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